

FROM EDWARD PACKARD, CREATOR OF CHOOSE YOUR OWN ADVENTURE®

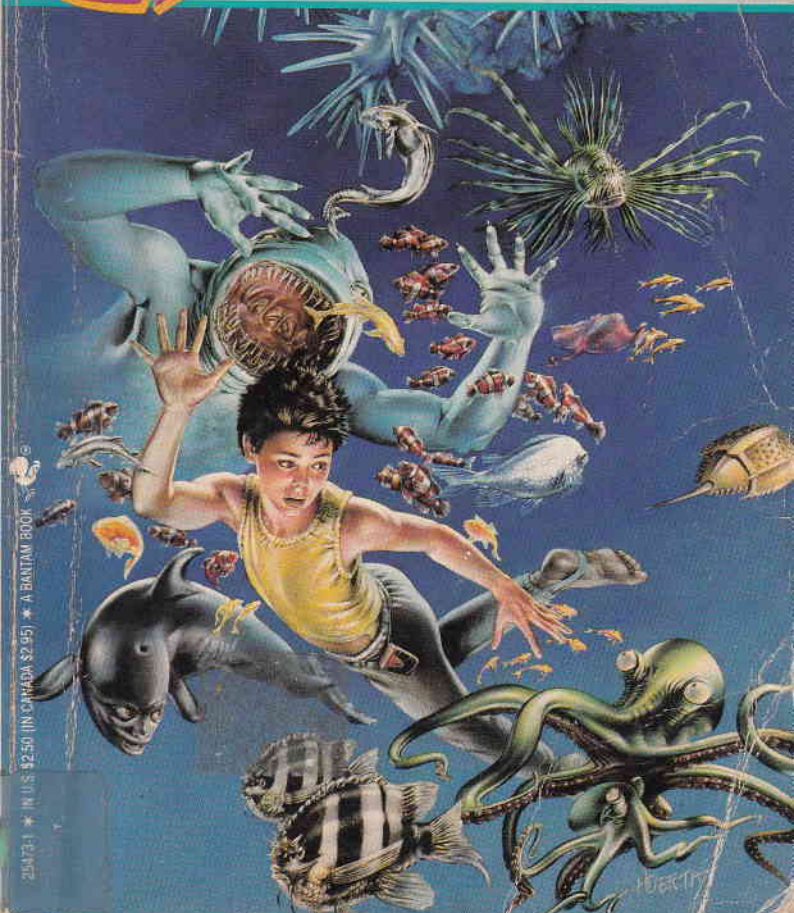
YOUR ULTIMATE CHALLENGE!

# ESCAPE

FROM TENOPIA

2

TRAPPED IN  
THE SEA KINGDOM



# TRAPPED IN THE SEA KINGDOM

## PROBLEM:

Your spacepod crashed on a desolate island somewhere on Tenopia, the most mysterious planet in the galaxy. You made it off the island in a hot-air balloon—but a storm pitched you into the sea.

## GOAL:

Escape from the underwater kingdom of Saleria and continue toward the galactic patrol station, your only hope of rescue.

## EQUIPMENT:

A pocket map computer—and your wits.



## DANGERS:

Barracas—flesh-eating killer fish. Fierce underwater pirates. And a raging sea storm that never stops!



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**WILL YOU MAKE  
THE RIGHT CHOICES?  
THERE IS ONLY ONE  
WAY TO ESCAPE™ ...  
FIND IT—OR BE  
TRAPPED FOREVER!**

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WITHDRAWN

**CAUGHT!**

You are trapped in the watery depths where deadly barracas and other sea monsters reign. Swimming as fast as you can, you move forward through large schools of small golden fish. The sea is getting deeper and deeper—you can no longer see the bottom. Then you notice dark shapes closing in on you.

Suddenly, the shapes are all around. They have hominid bodies and fierce, blunt heads. Barracas! Before you can resist, they capture you in a net and drag you down into a guarded cell.

**WILL YOU ESCAPE FROM  
THE SEA KINGDOM?**

When—and if—you do, more challenges await you on the planet Tenopia.

Be sure not to miss

**Book #1: TENOPIA ISLAND**

And continue your escape adventures in these books, coming soon:

**#3: TERROR ON KABRAN**

**#4: STAR SYSTEM TENOPIA**

Bantam Books in the Escape™ from Tenopia series

- #1 TENOPIA ISLAND by Edward Packard
- #2 TRAPPED IN THE SEA KINGDOM  
by Richard Brightfield

Escape™

FROM TENOPIA

#2

# TRAPPED IN THE SEA KINGDOM

by Richard Brightfield

Created by Edward Packard



*Illustrated by David Perry*



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# TRAPPED IN THE SEA KINGDOM

RL 5, IL age 10 and up

TRAPPED IN THE SEA KINGDOM  
A Bantam Book / June 1986

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## **NOTICE!!!**

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You are about to find yourself trapped in the strange and dangerous Sea Kingdom of one of the most forbidding planets in the galaxy. It's important that you follow the directions in this book if you hope to escape!

During your travels in the Sea Kingdom, you'll have a small waterproof computer that can project a map of the region you're in at any moment. To use this, flip to the map page indicated near the bottom of the page you're reading. (When you turn to a map page, be sure to keep a finger on the page you're reading so you won't lose your place.)

Whether or not you escape from the Sea Kingdom will depend on how skillful you are, how persistent you are, and how lucky you are. Will you succeed—or will you be trapped forever? It's entirely up to you!



You are seated in the basket of a balloon with your friend Kin Rugg, drifting high over the Salerian Sea on the planet of Tenopia.

You are a diplomat from Earth. While on a diplomatic mission to the Mylaean cluster, your spaceship was hit by a meteor. Miraculously, you managed to jettison, alone, in an escape pod. You crash-landed on Tenopia, the fifth planet of Star System Tenopia.

After many adventures, you located Kin Rugg and set out across the sea in his balloon for the continent of Kabran. On Kabran there is a base of the galactic patrol, and you hope to return to Earth from there.

Suddenly you see an ominous-looking bank of clouds ahead. There is no way you can avoid them. Your balloon drifts right into the dark, swirling mass.

The balloon is tossed about in the wind and falls rapidly. The wind howls around you. Desperately, you and Kin Rugg look for things to throw overboard to lighten the balloon's weight. You toss a pile of blankets over the side. Kin Rugg tosses out a coil of rope. The balloon rises for a few moments but then starts to descend again.



"Are you all right?" one of the creatures asks. "We had to give you an emergency operation. We implanted gills for you to breathe with under water. But you must avoid the deepest parts of the undersea world," the creature warns you. "There the water pressure may be too much for your body to endure."

You realize that your head feels funny behind your ears. It's because you now have gills there!

"Who are you?" you think back.

"We are pelephins, or sea farmers," is the answer. "You are on one of our farms, in our special guest house. Our lands are a small section of the Sea Kingdom of Saleria."

"Saleria?" you think.

"Yes," says the voice in your mind. "Saleria is a vast area. It is mostly underwater, though there are a few small islands far from here. Look at the wall in front of you. That mural made of shells is of Saleria."

You look at the mural. It shows an enormous underwater kingdom with many canyons, sea mounts, and plains. Though the tiny islands are marked with luminescent seashells, the continent of Kabran is nowhere to be seen.



*Turn to page 4.*





*Go on to the next page.*

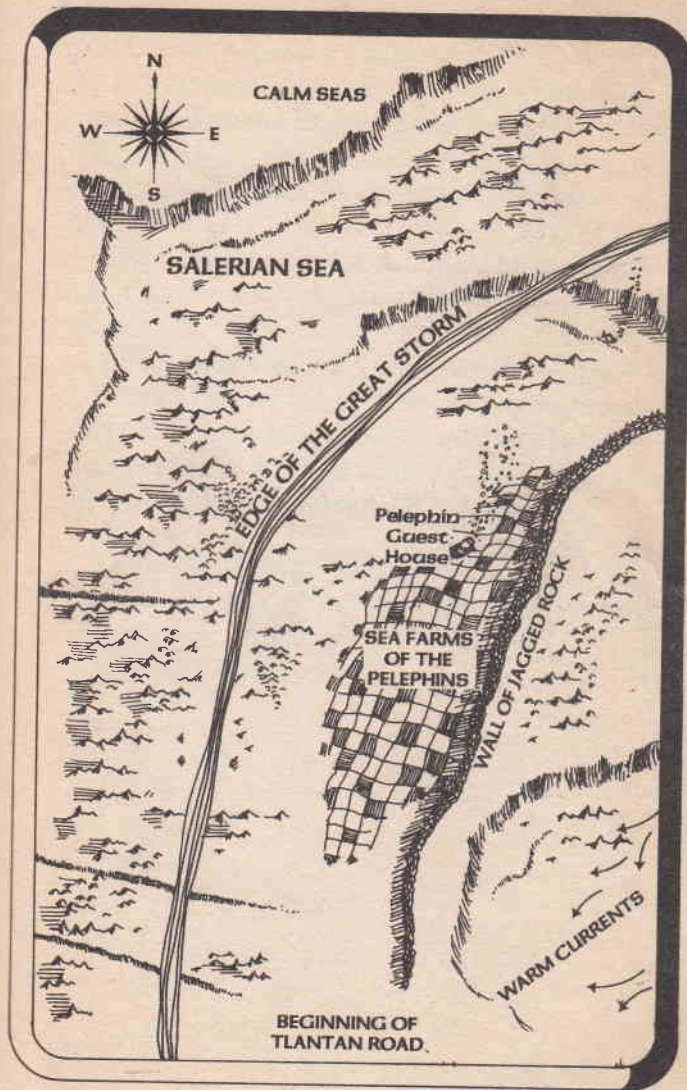
"I can't stay in Salaria," you say. "I have to get to Kabran and find the galactic patrol station there so I can return to Earth."

"As you wish," the telepathic voice answers. "We will do all that we can to help."

You reach for your pocket computer, which is programmed to project a map of your region at any time. When the map appears on the video screen, you study it carefully. It looks so different from the land maps that you are used to, and the names are strange. Still, you can make out many underwater features.



TO CHECK MAP, SEE NEXT PAGE.





"Beware of the barracas," one of the pelephins tells you. "Their bodies are somewhat like yours, but they have the heads of fierce killer fish. They are all around. Off-world creatures like yourself are a rare delicacy for them."

"A rare delicacy? You mean to eat?" you think back.

"I am afraid so," says the telepathic voice. "But now that you have gills, you may be able to escape them."

"Which way should I go to find Kabran?" you ask.

"Kabran lies to the east, far beyond Saleria. But there are many barracas in that direction," says one of the pelephins. "If you go south, you may avoid some of them, but your journey will be longer."



**TO CHECK MAP, SEE PAGE 7.**

---

*If you go east, turn to page 17.*

*If you go south, turn to page 46.*



In time you find yourself swimming through a forest of coral. You move through the tall, multicolored pillars, followed by thousands of small fish that regard you with curiosity.

After a while, you see open water ahead. But at the sight of an enormous shape heading your way, you stop and peer around one of the pillars at the very edge of the forest. A giant spaceship is cruising under the water. You've seen similar types of amphibious craft on your diplomatic missions to foreign galaxies.

A spaceship could get you out of Salaria and even off Tenopia itself. But then you hear a voice warning you. It's a pelephin sending out a long-range message. It's telling you to beware of Dirkons.



**TO CHECK MAP, SEE PAGE 77.**

---

*If you swim out to the spaceship,  
turn to page 84.*

*If you swim along the border of the coral, just  
out of sight, turn to page 73.*

Soon the basket of the balloon is skimming just above the surface of the foaming sea. Then the balloon lands in a trough with the waves towering over you on all sides.

With a crash, the basket smashes into the top of a wave, sending you flying out through the air and deep into the water. You kick off your shoes, struggle to the surface, and look up. Free of your weight, the balloon slowly rises with Kin Rugg still in the basket. He tries to find a rope to toss to you, but the only one has already been thrown overboard.

Then the balloon is caught in a gust of wind and vanishes into the clouds. You are a good swimmer, but the huge waves crash down on you, forcing you under.

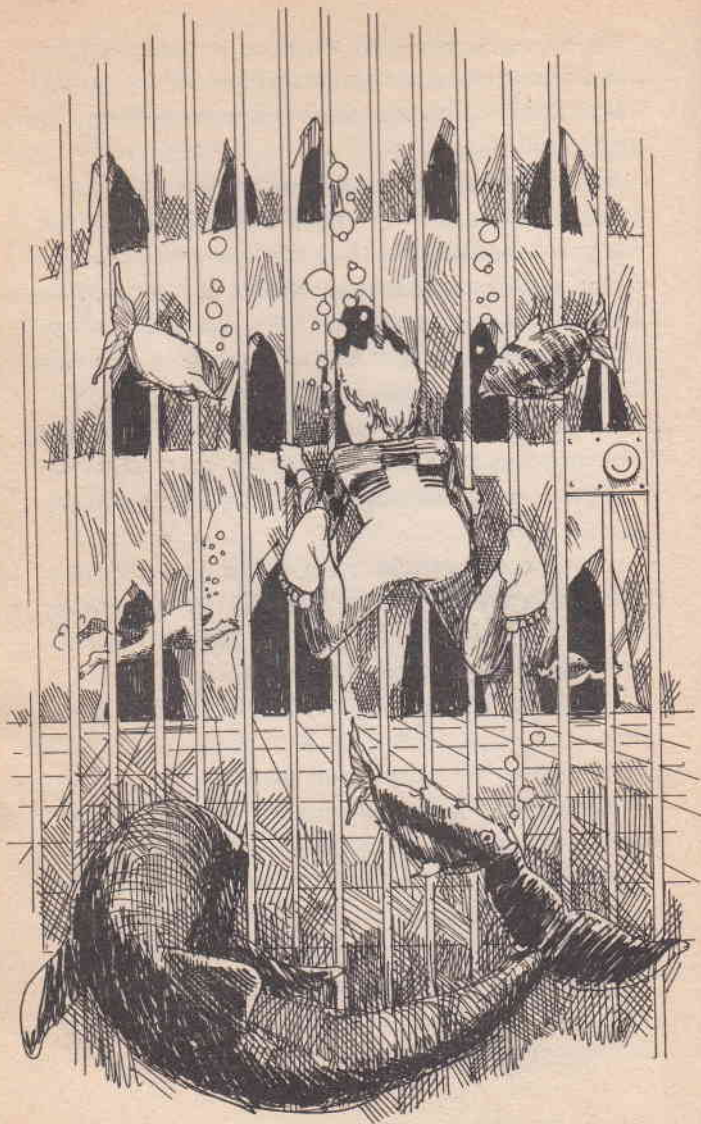
Gasping for one last breath of air, you see some dolphinlike creatures leaping in and out of the water not far away. At least, their bodies are like dolphins. Their faces are strangely human-looking.

As you sink into the water, losing consciousness, you think to yourself, This is it! You're sure you'll never escape from the planet Tenopia.

Then suddenly you are awake. You are lying on a slab of smooth stone in an underwater cavern. Underwater! But how can that be? You aren't a fish and yet you seem to be breathing. You raise your head and look around. Several creatures of the kind you saw just before you sank into the sea are hovering nearby. Then you hear voices in your mind, talking to you by mental telepathy.

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*Turn to page 2.*



It's very dark where the barracas have imprisoned you. As your eyes get used to the dim light, you see that you are in a plaza surrounded by several tiers of caves cut into the rock. The barracas have put you into a large metal cage in the center of the plaza.

**If you have been to the city of the barracas before, turn to page 21. If not, read on . . .**

You are not alone in the cage! You heave a sigh of relief as you realize that your fellow prisoner is a pelephin.

"I see that the barracas did not eat you right away, either," the pelephin's voice says in your mind. "But I do not think they will wait long. My name is Belopa. I notice that you have hands, as they do. That gives me an idea! If we wait until the guard outside our cage is not looking, we might be able to get out of here."

---

*Turn to page 16.*

You swim alongside Belopa in the direction of his farm.

"You will have to be very careful from now on," he says in your mind. "Once the barracas have your scent, they will hunt you to the very borders of Salaria."

"Just how big *is* Salaria?" you think back. "And how can I escape from it to get to Kabran?"

"Salaria stretches for many, many miles under the sea," Belopa says. "And you cannot get out of it, at least not by ordinary means. The great storm that rages above sweeps back anyone and anything that tries to escape its boundaries."

"Can't I travel on the surface of the sea?" you ask.

"That is even worse," Belopa says. "Except for the 'eye,' or very center, which is calm, the terrible storm above never stops. Its winds get stronger and stronger toward the outer boundaries of Salaria. Many have been blown or washed into Salaria, but I know of none who have been able to leave."

"Then you don't know of any way to reach Kabran?" you ask.

---

*Go on to the next page.*

"Well, there is a legend of a tunnel under the seabed that goes to Kabran," Belopa thinks back. "But it is only a legend."

"But legends are often based on truth," you say. "Where should I search for this tunnel?"

"I do not know," Belopa says. "If it does exist it could be anywhere. It could be back toward the farm or to the east in the direction of Kabran itself."



**TO CHECK MAP, SEE PAGE 7.**

---

*If you continue on to Belopa's farm,  
turn to page 41.*

*If you turn around and go east again,  
turn to page 96.*



You wait for what seems like hours. Then the barracan guard swims off to another part of the plaza. The door of the cage is locked with a combination lock, and the pelephin is able to probe it with his mind. You follow his directions to work the lock, and soon it snaps open.

"We must get away before the guard comes back," Belopa says. "If you wish to come to my farm, you are welcome."

You thank Belopa and think about your decision.



**TO CHECK MAP, SEE PAGE 25.**

---

*If you go back with Belopa, turn to page 14.*

*If you go south, turn to page 24.*

*If you go east, turn to page 28.*

One of the pelephins offers to carry you on its back to the east border of the farming area. You accept the offer, climb aboard, and hang on tight. The pelephin heads across underwater fields of green and blue plants that grow in orderly rows for miles and miles. The plants look like tall, very thin trees.

Very soon you come to a wall of jagged rock that rises almost to the surface. Large passageways lead through it. The pelephin wishes you luck and leaves you there.

You swim through one of the openings to the other side of the wall. Straight ahead, the water looks dark and ominous. You are tempted to stay close to the wall and either go north or south along it. Then, in case of danger, you can hide in one of the many passageways. But the way to Kabran lies to the east; perhaps you should continue in that direction.



**TO CHECK MAP, SEE PAGE 7.**

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*If you keep going east, turn to page 22.*

*If you go north along the wall, turn to page 105.*

*If you go south along the wall, turn to page 20.*

"We do not know exactly where the tunnel is," says one of the dekatrons, "but we know it starts in a canyon far on the other side of the Salerian Islands. The islands are as far as we dare to go from our home."

"Can you tell me how to get to them?" you ask.

"Better than that," says the dekatron. "I will show you the way myself."

The dekatron leads you back up to the sea bottom. Then he wraps one of his long tentacles around you and uses the nine others to row forward. The other dekatrons have come up to see you off. You wave goodbye as your dekatron speeds off toward the islands.



After you travel for what seems like a long time, the water starts to get very shallow.

"The water is not deep enough for me to go any further," says the dekatron, "but the first island is up ahead."

---

*Go on to the next page.*

Then the dekatron releases you and speeds away. You barely have time to thank him before your head breaks the surface of the ocean and your feet touch the bottom. Sure enough, you are close to an island. You see a group of islanders on the beach—and they're all carrying spears.



**TO CHECK MAP, SEE PAGE 43.**

---

*If you swim toward the island, turn to page 38.*

*If you swim around the island,  
turn to page 73.*

You start swimming south and continue in that direction until the wall of rock ends. You've just about decided to turn around and swim back along the wall when a strong, warm current carries you away from it.

Propelled by the current, you speed along effortlessly until you see a strange sight on the sea bottom up ahead: a road made of square yellow stones. You decide to follow it; it might take you somewhere useful.

---

*Turn to page 23.*

Alone in your cage you recall how you escaped before. Fortunately you remember the combination that will open the lock. You wait until everything is quiet. Then you twist the knob in the right sequence, unlock the cage, and swim out.



**TO CHECK MAP, SEE PAGE 25.**

---

*If you head south, turn to page 24.*

*If you head east, turn to page 28.*



A strong breast stroke and a flutter kick send you forward at a good speed. You begin to swim through large schools of small golden fish.

The sea is getting deeper and deeper. You can no longer see the bottom as it recedes into the inky darkness far below you. The schools of fish suddenly disappear, and you notice dark shapes closing in on you.

You swim as fast as you can, but within moments the shapes are all around you. They are the opposite of the pelephins, with hominid bodies but fierce blunt heads. Barracas! Before you can resist, they trap you in a net and pull you down into the depths of the sea.

---

*Turn to page 13.*

You swim along the road, heading south. Then a huge dark shape looms up in front of you.

Getting closer, you realize that the dark shape is some kind of city. The buildings are constructed of square blocks like those in the road, only these are a very dark red. The golden road leads through a tall gateway in a massive outer wall of the city. You swim up to the wall and float in the clear water just outside the gate for a few minutes. Several schools of brightly colored fish drift lazily in and out of the gateway. The city looks safe enough, but you wonder if entering it will help or hinder your goal of escaping the Sea Kingdom.



**TO CHECK MAP, SEE PAGE 59.**

---

*If you go through the gateway, turn to page 48.*

*If you go around the city to the west,  
turn to page 61.*

You swim south away from the City of the Barracas as fast as you can. After a while, you become very tired. You are glad to feel a strong current carrying you along.

You float for what seems like a long time. Then, up ahead, you see a vast underwater city. Leading into it is a large gateway.



As soon as you start swimming south, you are caught in a strong underwater current. After a few minutes, you give up trying to swim against it.

The current is so warm that you doze off for a while. Then something brings you sharply awake. You've floated into the middle of a large school of fierce-looking fish. Quickly you dive beneath them and almost bump your head against a yellow road on the sea bottom. You follow it to a tall gate in the outer wall of an undersea city.



You swim as fast as you can. Then a voice comes into your mind. You're not sure, but you feel the speaker is somewhere in front of you.

"Hurry!" the voice says. "The barracas are after you!"

You look behind and see a row of barracas heading in your direction. Up ahead a large white shape rests on the sea bottom. As you get closer, you see that it's a giant clam—and it's open.

A voice in your mind says, "Get inside the clam!"

The barracas are gaining on you fast. You have to make a quick decision.

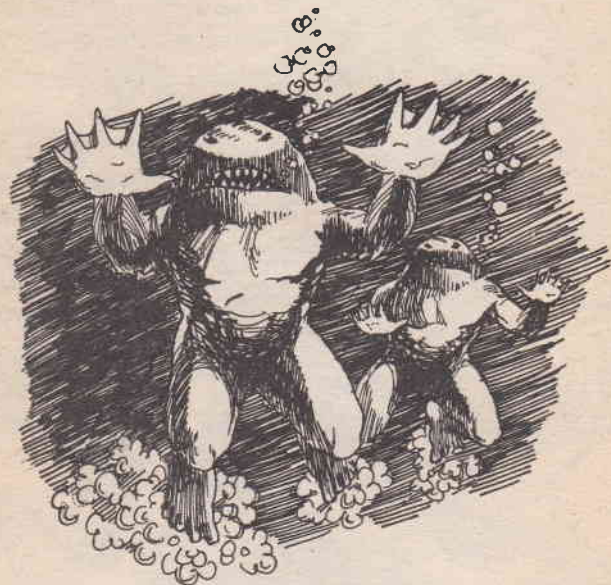


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*If you get inside the clam, turn to page 32.*

*If you let the barracas capture you,  
turn to page 13.*

You swim along through clear water. Suddenly you are surrounded by dark shapes with hominid bodies and sharklike heads. As they rush at you, you realize that they are barracas. The barracas capture you and take you to their city.




---

Turn to page 13.

"I think I have it figured out," you say. "It's too bad it doesn't tell me where to go from here."

"You are right," says the king. "I can offer you passage to the east, however. Brinhaud is buried on the island of Iona. A group of my subjects is making a pilgrimage there, to worship at the monument to him."

You accept the king's offer. Soon you are standing at the bow of a Potkosian ship as it plows through the waves, heading for Iona. The island of Potkose vanishes behind you.

The ship sails slowly in a light breeze, still within the eye of the storm. You keep scanning the horizon ahead for the first glimpse of Iona. Suddenly a lookout high on the mast gives a cry. Everyone aboard becomes agitated and points to something off your port bow.

Then you see it—a huge shape rising from the sea not far away. It's a submarine, or . . . or a spaceship. A spaceship! This could be your way to get off Tenopia forever. But the appearance of this new ship seems to be bad news to the Potkosians. They're shouting, "Dirkons!" and preparing for battle.

---

*If you stay aboard the Potkosian ship,  
turn to page 95.*

*If you dive overboard and swim for it,  
turn to page 106.*



You jump inside the clam, and it snaps shut just as the barracas are about to get you. You can hear the dull thuds as they bang angrily on the outside of the clam.

**If you have been inside the Giant Clam before, turn to page 45. If not, read on . . .**

It's completely dark inside the clam. Cautiously you feel your way around. There seems to be plenty of room. The inside walls are smooth and glasslike except for one side that is soft and mushy. As you touch this soft part, you hear a sound like laughter in your mind. Then something says, "Oh, please don't do that—I'm so ticklish."

You pull your hand back. "Sorry about that," you think.

"Apology accepted," says the voice in your head. "If you wait here awhile, the barracas will go away. They are easily bored. Now me, I'm never bored."

"Really?" you think. "But what can you do that's interesting? You have to stay in the same place all the time."

"True," says the clam. "But my mind travels all over Salaria, sometimes even out of it."

"Then you must know some way of actually getting *out* of Salaria and getting to Kabran," you say.

---

*Go on to the next page.*

"I do," says the clam. "If you can get through the giant snakes, you'll be almost there. That's all. I'll tell you now. If you come back and visit me again sometime, I may tell you more. Now I suggest that you be on your way, as the barracas are gone. Good luck in your search."

The clam opens, and you swim out into the bright water. Checking your map, you see that the City of the Barracas lies west. That's one direction you want to avoid!



**TO CHECK MAP, SEE PAGE 25.**

---

*If you head east, turn to page 42.*

*If you head north, turn to page 96.*

*If you head south, turn to page 27.*



The long-headed hominid guiding you speaks the galactic language and tells you that you have reached the castle of the king of Saleria on Potkose.

**If you have been to Potkose before, turn to page 114. If not, read on . . .**

You have an immediate audience with the king. You tell him the whole story of your adventures and show him the small metal square.

"This is indeed strange writing," says the king. "But wait . . . I think I have seen it somewhere before. Come with me down to the royal archives."

You try to head the ship toward the east. You are only partially successful. The ship bobs up and down, at times so violently that you can barely hold onto the controls.

"I think we might do better without this thing," says the pelephin. "Anyway, I have been out of the water too long and I find it hard to breathe."

The two of you slip out through the air lock and let the Gorn craft speed on its way without you. Then you both dive down to the sea bottom and hide behind a large rock. Seconds later, what looks like the whole Gornian navy speeds by above in pursuit of the craft you just abandoned.

"I am heading home," says the pelephin.

"Thanks for your help," you say. "I'm still searching for a way to get to Kabran."

"Stick close to the bottom, then," says the pelephin. "The Gorns will have a harder time spotting you among the rocks and the seaweed."

You follow the king down many long stairways. Finally you reach a heavy wooden door, guarded at each side by a long-headed hominid armed with a speargun. The king pulls open the door. Inside, on the floor, are piles and piles of carved stones, all inscribed with various kinds of writing. The king goes to one particular pile and picks up a large round stone from the top. The stone has three words on it that you can't read. He carries it to a big, dusty table in the corner.

"This inscription was carved by our ancestors," he says. "I can not really read it, but I know it honors our legendary hero, Brinhaud of Potkose."

"I have an idea," you say. "Let me try something."

With your finger, you draw the three words on the stone in the dust on the table top. Underneath you write BRINHAUD OF POTKOSE.





You swim into the shallow water close to the island and stand up. Your legs feel wobbly, and you realize that you haven't been on solid land for a while now. You wade ashore. The islanders, still carrying their spears, have all retreated and are hiding behind the small, round huts at the far end of the beach.

**If you have been to Lamara Island before,  
turn to page 65. If not, read on . . .**

"I am a friend!" you call out in the galactic language, raising your arms to show that you're not carrying any weapons.



At the sound of your voice, the islanders seem to cringe even further behind their huts. Then a small child runs out toward you. You pick it up and hold it in your arms. After a tense silence, the islanders seem to relax and several cautiously come out from behind their huts.



---

*Turn to page 40.*



"You're not a Dirkon?" one of them calls out.

"It's not a Dirkon," another says. "A Dirkon would've killed the child as soon as it got its hands on it."

"I'm trying to get to Kabran," you explain.

"Kabran?" one of them says. "What's that?"

"It's a continent of land beyond Salaria," you answer.

"We know of nothing except this island of Lamara and the other Salerian Islands in the endless ocean," says another.

"Perhaps the king of Salaria on the island of Potkose would know where to find this Kabran," one of them says.

"Or the sorceress, Zorna, on Zondice," suggests another.



**TO CHECK MAP, SEE PAGE 43.**

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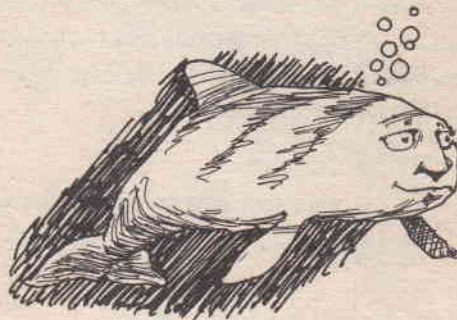
*If you go toward Potkose, turn to page 30.*

*If you go toward Zondice, turn to page 10.*

The pelephins welcome you back to the sea farms. They offer to let you stay with them as long as you like. The more you see of this underwater realm, the more you like the kind sea farmers. Still, you feel the need to be on your way toward the continent of Kabran.



**TO CHECK MAP, SEE PAGE 7.**




---

*If you go east, turn to page 17.*

*If you go south, turn to page 46.*

As you swim along, the water keeps getting brighter and brighter. In places, orange shafts of sunlight shoot down through the clear water.

Soon your head breaks the surface of the water. The sea itself is relatively calm. You ride up and down on the long swells. All around you are banks of dark clouds. But directly overhead the huge orange sun of Tenopia hangs in a clear sky. You are in the eye of the great storm that rages over Salaria.

Far off on the horizon is what looks like an island, although at this distance you can't be sure. You swim toward it. As you get closer, you see a small village on the shore. The islanders are running back and forth on the beach—and they are all carrying spears and pointing them in your direction.

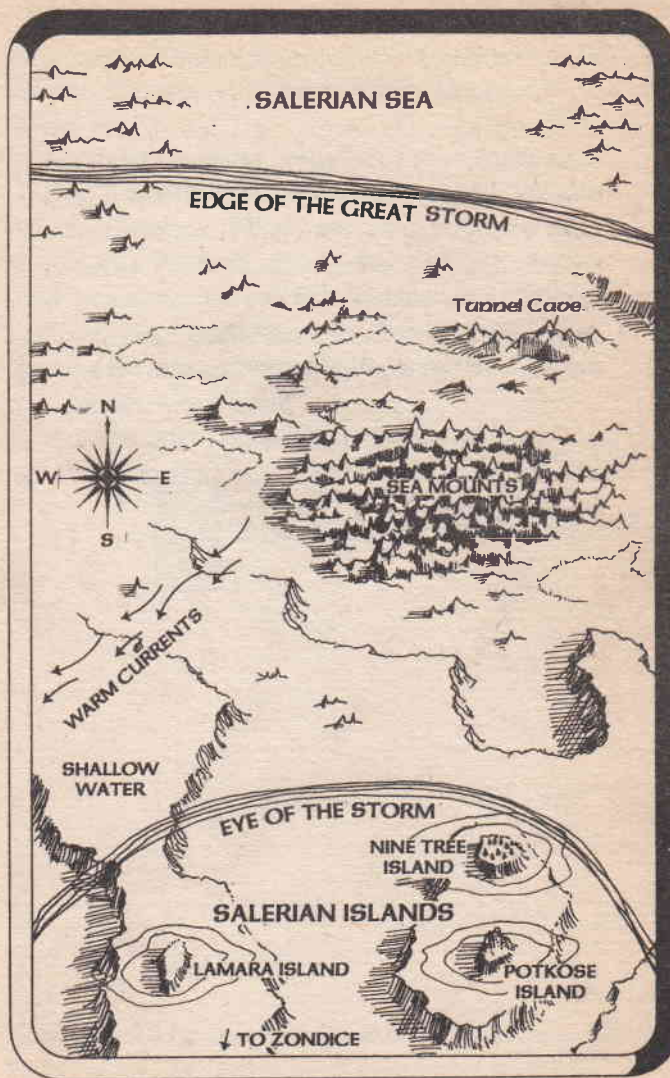


TO CHECK MAP, SEE NEXT PAGE.

*If you take a chance and go to the island,  
turn to page 38.*

*If you swim around it to the east,  
turn to page 47.*

*If you swim south, turn to page 27.*



"Aha! So you're back again," says the clam's telepathic voice. "Obviously you didn't find your way to Kabran, but then, I'm always glad to see an old friend."

"I seem to be going around in circles," you say.

"Don't despair. You'll find what you're looking for," says the clam. "While you were gone, I've been doing some thinking about your problem. Somewhere in your travels you may find the island of Iona. If you do, you'll nearly be there. I sense that the baracas are gone now, but avoid the area north of here to be certain. Good luck!"

The clam opens and you swim out.



**TO CHECK MAP, SEE PAGE 25.**

---

*If you head east, turn to page 42.*

*If you head south, turn to page 27.*



"I will take you to the edge of our farm," says one of the pelephins. "There you will find the Tlantán road that leads south."

The pelephin takes you for quite a way. Then up ahead you see a long, straight golden ribbon running along the bottom of the sea.

"There it is!" exclaims the pelephin as he swims away. "Now I must head back. From here on, you are on your own."

As you swim above the road, you think you see a shadow in the distance. Could it mean danger?



**TO CHECK MAP, SEE PAGE 59.**

---

*If you follow the road, turn to page 23.*

*If you decide to leave the road and swim to the east, turn to page 123.*

You swim around the island and keep going. After what seems like a long time, you see a huge shape heading toward you. It's a ship.

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*If you swim toward the ship, turn to page 84.*

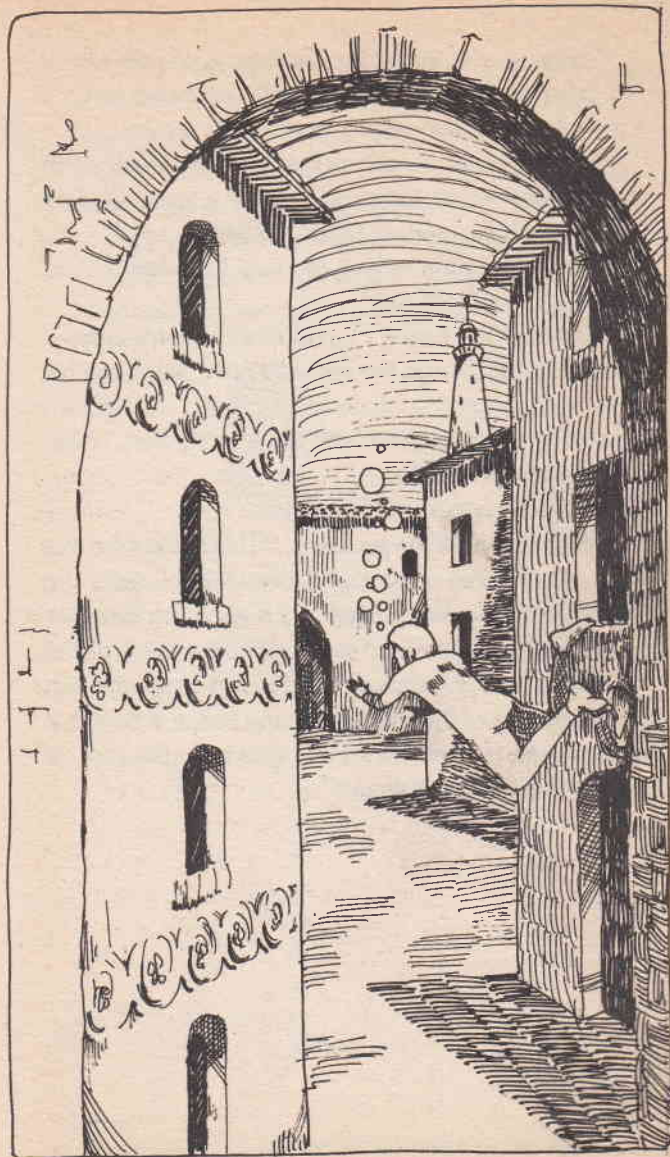
*If you swim away from it, turn to page 128.*

Carefully, you swim through the gateway. Inside, the city stretches in all directions. The streets are wide and run straight into the distance. The city looks deserted. You swim down one of the streets and see buildings rising on all sides of you. Here and there, tall towers rise high over the buildings and the city wall.

**If you have been to the City of the Tlantan before, turn to page 69. If not, read on . . .**

You see an open window in one of the buildings and swim over to it. Cautiously you peek in. Inside is a large, almost bare room, with just a single low, square box at its center. A closed door at the far side of the room promises to lead somewhere. You swim in through the window and look around. Several brightly colored fish are hovering just above the box, but as soon as you go over to them the fish scatter. Even under the water you can hear a humming sound coming from the box. You reach down and touch it.

Suddenly something moves behind you. A translucent panel slides across the window through which you just entered. You swim back to the window and push on the panel with all your might. It doesn't budge. You are trapped!



*Turn to page 52.*

"Come in, come in!" the old hominid exclaims. "I am the recordkeeper. I have not had a visitor for . . . let's see, for almost twenty years."

You notice that all around the room are tablets with strange writing on them. It reminds you of ancient Egyptian writing you've seen on Earth.

"I'm here trying to find my way to Kabran," you say. "Can you help me?"

"To Kabran? I haven't heard *that* place mentioned for a long time," says the recordkeeper, wrinkling his brow and pulling on his beard. "Hmm . . . Kabran, indeed! There is only one way to get to Kabran. I have it here someplace."

He searches through his tablets.

"Aha! Here it is!" he exclaims. "This tablet says that the way to Kabran is through a deep tunnel under the sea bottom at a place called . . . it could be Baas, or something like that. I am not sure about the order of the letters. Some words of the Tlantan language can shift the order of their letters. In any event, it says that Baas, if that is the correct spelling, is far to the east, or maybe that is the southeast."

---

*Go on to the next page.*

The recordkeeper offers you a delicious meal of seaweed and mussels, then shows you a place where you can rest. You're not sure how long you sleep. There is really no day or night under the sea. But you sleep long enough to be thoroughly rested.

Then you thank the recordkeeper for his hospitality and start on your way again. You know you want to head east, but you also want to take the safest possible route.



**TO CHECK MAP, SEE PAGE 59.**

---

*If you swim back to the city wall,  
turn to page 58.*

*If you swim out in the open water,  
turn to page 22.*



The water in the room rapidly begins to drain into holes in the side of the box. Soon the surface of the water is down to your waist. Seconds later, the room is dry. As you look around in amazement, the door on the other side of the room slides open. A hominid dressed in a robe of silvery material is standing there.

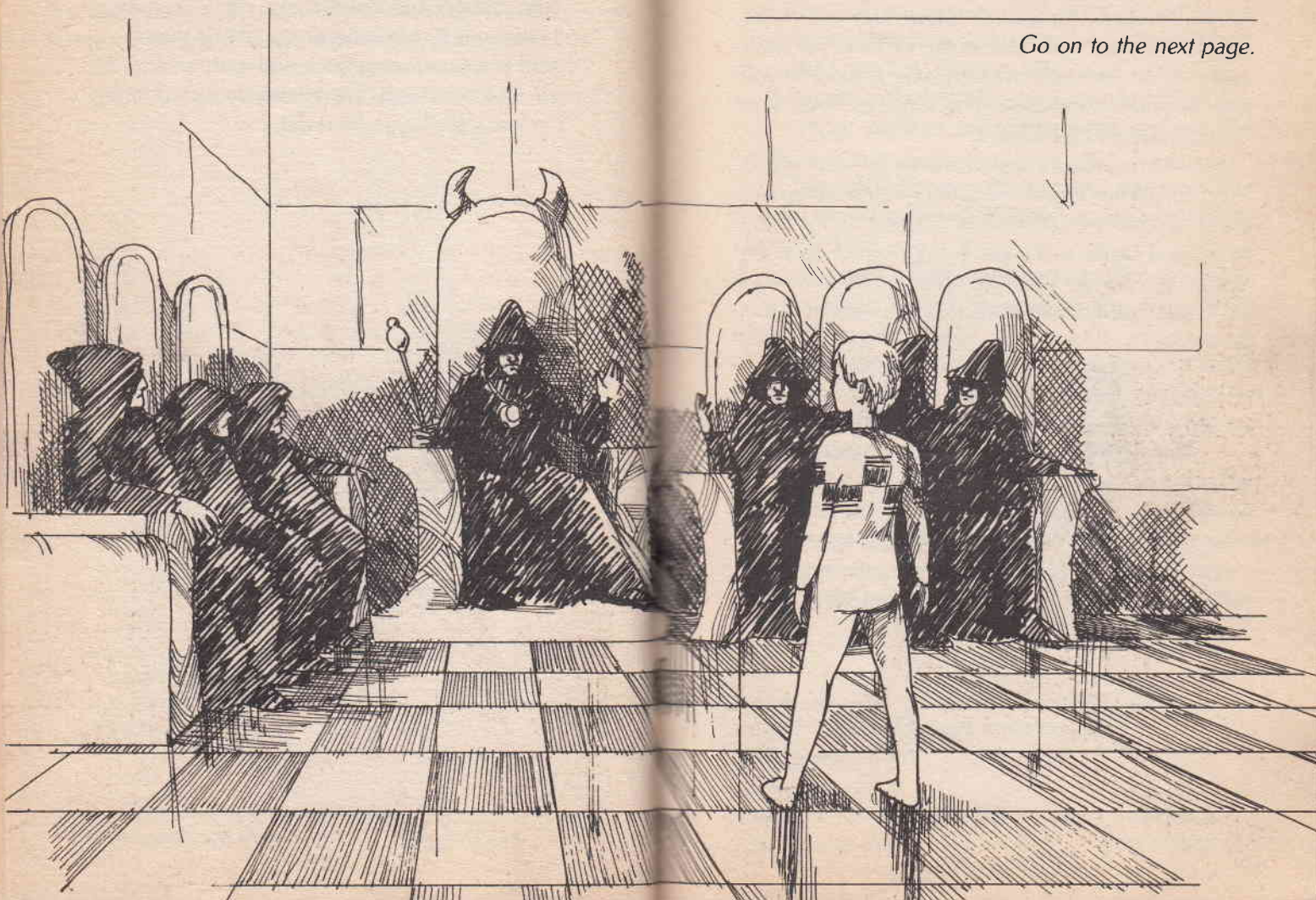
Twan leads the way through an elaborately decorated doorway into a circular room. Seated against the wall on thronelike chairs are seven hooded figures. The one in the center sits on a raised platform.

"This stranger has entered our city," Twan says, "and claims to be from the distant planet Earth."

There is a murmuring back and forth among the figures. Gorns and spies are mentioned several times.

"I'm not a spy!" you blurt out.

"Perhaps you are not," says the hooded figure in the center. "But you see the position that you put us in. You have found one of our secret air locks. If the



Gorns ever discover how to enter the city, they will come here and massacre us all."

"I won't tell anyone, I promise," you say. "I just want to get off the planet Tenopia!"

---

*Go on to the next page.*



There is further murmuring among the figures.

"We believe you," says the leader. "We will let you go. Do not forget your promise."

"I won't," you say.

Twan motions for you to follow him out of the council chamber and back to the air lock. As water begins to fill the room, he turns you around till you lose all sense of direction. The windows open, and Twan guides you out of one.

You swim swiftly through the water for what seems like miles. When you check your computer map, you note that you have entered a new region. To the north lies a coral castle; to the east is the Dome City of the Gorns. You ponder your decision: you want to avoid the Gorns, yet the pelephins told you Kabran lies to the east.



**TO CHECK MAP, SEE PAGE 63.**

---

*If you swim toward the Coral Castle,  
turn to page 123.*

*If you swim toward the Dome City of the Gorns,  
turn to page 62.*

"My name is Twan," says the hominid in the galactic language. "You have entered one of the air locks of the City of the Tlantans. Why have you come? Have you been sent by our enemies, the Gorns?"

"No, no!" you answer. "I'm trying to find my way to Kabran, and then back to my own planet, Earth."

"But I see that you have gills," says Twan. "I studied the races of many planets in my youth, and as far as I know, none of the higher races of Earth have gills."

"The pelephins gave them to me," you say. "They saved me from drowning when my balloon crashed into the sea."

"Very well!" Twan announces. "Your story is indeed strange. I will let the council hear it and decide what to do with you."

Twan leads you through a door on the other side of the room and then down many long stairways and along seemingly endless passageways. All are free of water, even though you are far under the sea.

Finally you come to a broad domed square where there are hundreds of males, females, and children, all dressed like Twan. They don't take much notice of you, even though you must look strange to them.

"The council building is over this way," Twan says.

---

*Turn to page 53.*



You swim along the city wall. When it turns to the east, you continue in that direction.

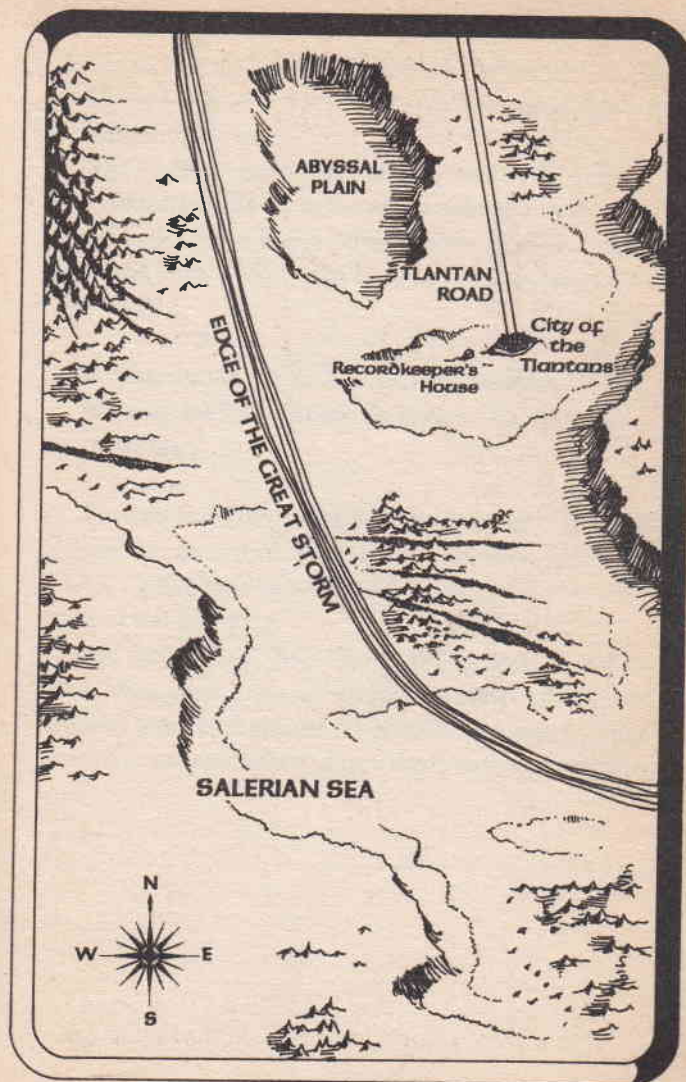
The wall ends and you look out into the dark sea. In the distance you see tiny points of light bobbing in the water.



**TO CHECK MAP, SEE NEXT PAGE.**

*If you swim toward the lights, turn to page 66.*

*If you swim away from the lights,  
turn to page 98.*



You swim along the city wall, which stretches far to the west. Some distance away from the city you see a small building with a rectangle of pale yellow light in its side.

You swim over to the building and look through the lighted window. On the other side of a thick pane of glass is a large room. In the center of it, an elderly hominid with a long gray beard sits cross-legged on the floor.

**If you have been to the Recordkeeper's House before, turn to page 75. If not, read on . . .**

The old hominid looks in your direction. Then he jumps up and runs over to the window. With his hand, he gestures for you to swim around to the other side of the building.

You go around, and there, at the base, is an air lock. You push yourself inside. A panel slides shut behind you, and almost as quickly, the water drains from the compartment. Then the inside door opens.

As you swim along, schools of small silver fish swarm around you from time to time. The water is getting darker and darker. Perhaps night is falling in the world above. You've lost all track of time.

Soon you are swimming through an inky blackness. Then, far off through the dark water, you see brilliant points of light, paired like headlights.

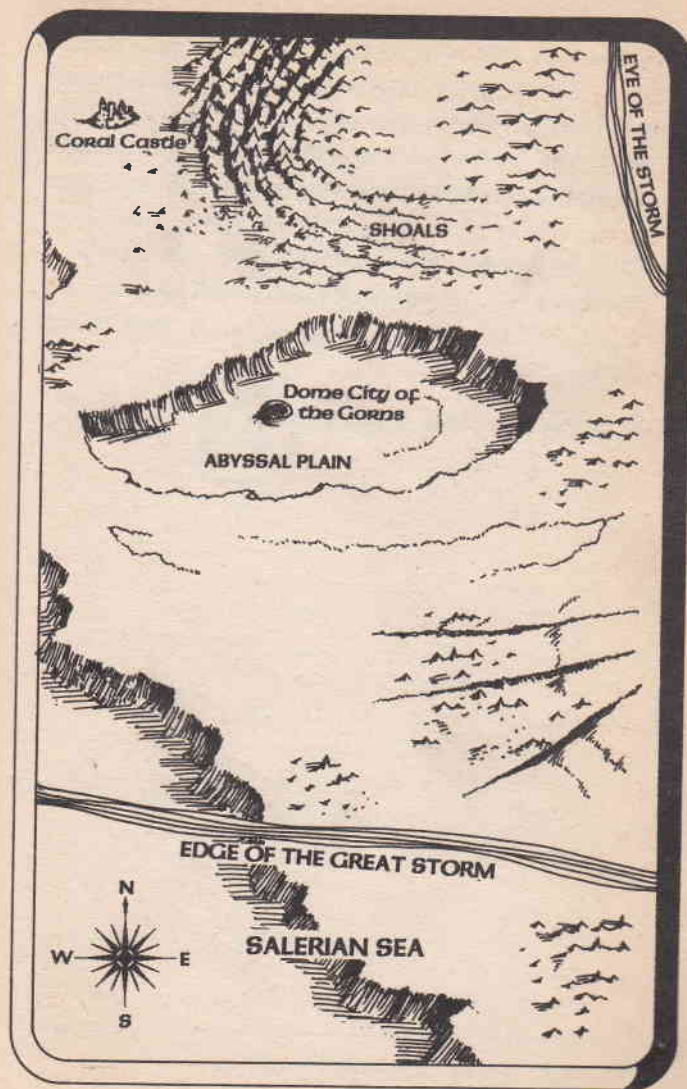
The lights are getting closer. Occasionally you catch sight of a long beam of light cutting through the water. The beam seems to be searching for something.



**TO CHECK MAP, SEE NEXT PAGE.**

*If you swim toward the lights,  
turn to page 66.*

*If you go away from them to the east,  
turn to page 10.*





When you get close enough to the huts for the Lamarin islanders to recognize you, they drop their spears and run out to greet you. They want to know all about your adventures. You tell them everything that has happened since you last saw them. Then they wave farewell as you walk across the beach and wade back into the water.

Before you begin to swim, you check your map and see that Zondice lies to the south. Potkose Island is due east.



**TO CHECK MAP, SEE PAGE 43.**

---

*If you go toward Zondice, turn to page 89.*

*If you go toward Potkose, turn to page 96.*

Suddenly a pair of lights is right in front of you. They blind you for a moment as several pairs of hands roughly grab hold of you. Your legs are tied together and your arms are tied behind your back. You struggle to get loose, but you can't. Seconds later you are dragged into an air lock in the side of a scoutcraft.

**If you have been captured by the Gorns before, turn to page 103. If not, read on . . .**

Soon you are in a dry compartment on the floor of the scoutcraft. The faces of several ugly creatures are staring down at you.

"This is a curious specimen we've captured," says one of them.

"It doesn't look like a Tlantán," says another. "It has gills. Hey, there! Do you talk?"

"Of course I can talk!" you exclaim.

"It speaks the galactic language with a curious accent," says the first creature.

"I'm from the planet Earth," you say, "and that's where I would like to get back to."

At the mention of Earth, all of them burst out laughing.

---

*Go on to the next page.*

"Earth!" one of them exclaims. "This creature thinks there is actually a place called Earth. Everyone knows that it's a mythical place."

"It's no myth!" you protest. "It's—"

"Quiet, creature!" shouts one of them. "We'll see how an Earth creature likes living in the public aquarium in Gorn City. You'll be there for a long time."

After this, all the Gorns leave the chamber. You can feel the floor vibrating under you as the scoutcraft speeds through the water toward their city.

---

*Turn to page 74.*

Suddenly you hear the voice of a pelephin in your head. You spin around in the water, and sure enough, there it is a few feet away.

"Welcome to captivity," says the pelephin.

"Not if I have anything to do with it!" you exclaim.

"Good," says the pelephin. "I already have a plan. If we wait until the sleeping period of the Gorns, I think we can escape. For the time being we had better pretend that we are just another couple of fish in the aquarium."

Several hours later, all is quiet outside the tank. "Now is our chance to get away," says the pelephin. "Most of the Gorns are asleep. If we can get to the air lock, there is usually at least one empty scoutcraft there. You may have to help me once we get out of this tank. I do not have feet to walk on dry land the way you do. And hurry! I can only breathe out of water for a limited amount of time."

You both slither out of the pool and slide down the ramp toward the elevator. You half-carry, half-drag the pelephin inside before the doors close. The elevator takes you up to the air lock. The pelephin was right! A scoutcraft, its door open, stands just a few feet from the elevator. You jump through the open door and haul the pelephin inside. You find yourselves in the cockpit of the craft.

"I think I know how this works," says the pelephin, "but you will have to operate the controls."

---

Turn to page 72.

You gaze at the buildings in the City of the Tlantans, remembering your earlier visit, when you blundered into one of the city's air locks. The Tlantans let you go then—barely. This time you might not be so lucky. You swim back out through the gate and around the outside of the city.

Looking at your computer map, you see that a recordkeeper's house lies to the west. Perhaps you could find information there about how to reach Kabran. On the other hand, Kabran itself lies east, in the opposite direction.



**TO CHECK MAP, SEE PAGE 59.**

---

*If you go west, toward the Recordkeeper's House,  
turn to page 61.*

*If you go east, turn to page 62.*



Fortunately, the “snakes” turn out to be a kind of seaweed that only *looks* like snakes. You swim through it to the shallows on the other side. The shallows turn into reefs that jut above the surface in places. Heavy surf ceaselessly pounds against them, carving them into strange shapes. You surface a few times to look at them, but the high waves and stormy winds make that dangerous.

There is nothing here, you realize as you work your way back to the deeper water.



**TO CHECK MAP, SEE PAGE 121.**

---

Turn to page 66.

You wade out into the water and swim to the northeast toward Potkose. Strong currents pull at you and sweep you off course, and you're glad to have your computer.

Then, off to one side, you see barracas heading in your direction. You swim as fast as you can, but you're no match for them. They soon catch up with you. They are about to grab you, when other dark shapes appear behind them. The barracas are suddenly terrified. They forget about *you* and go scurrying off into deeper water.

As the dark shapes get closer, you see that they are small hominids with long heads and slanted eyes. They are carrying wicked-looking spearguns. One of the creatures swims over to you and gestures with his hand for you to follow, which you do.

Soon, you are again in shallow water, wading toward the beach of a small island. A huge castle with tall towers and a wall around it almost completely covers the island. Rows of long, narrow boats, looking somewhat like the old Viking ships of Earth, are pulled up along the beach. The creature guiding you leads you through a gate into the castle.



**TO CHECK MAP, SEE PAGE 43.**

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Turn to page 34.

At the pelephin's direction, you pull some of the levers on the control panel. As you do, an alarm bell goes off outside, and through the window you see a group of Gorns dashing for your ship. But before they can reach it, water begins to pour into the compartment outside. Then a door opens above the ship, and the scoutcraft leaps upward into the sea above the city.

"Full speed ahead!" exclaims the pelephin. "They will be after us."

"Which way should we go?" you ask.

"I am not sure," answers the pelephin. "They probably expect us to head back toward farm country. But *you* decide."



**TO CHECK MAP, SEE PAGE 63.**

---

*If you head back to the Sea Farms,  
turn to page 41.*

*If you go east, turn to page 35.*

As you swim along, you see a long eel-like creature up ahead, twisting and turning through the water in your direction.

You dodge to the right, trying to get out of the creature's way, but the eel also turns in that direction. As it zooms past you with a burst of speed, its tail brushes against you, hitting you with a tremendous jolt of electricity. You see stars and bursts of colored lights before you feel yourself passing out.

When you come to, you find yourself floating in a gentle warm current.



**TO CHECK MAP, SEE PAGE 43.**

---

*If you swim with the current, turn to page 28.*

*If you swim against the current,  
turn to page 108.*

Even though your hands and feet are tied, you manage to struggle to a sitting position. From there you can see out the porthole in the side of the scoutcraft. In the distance up ahead and below, you see a small, bright oval in the darkness. It grows in size as you near it, and you realize that you're looking at the transparent dome of a huge undersea city. There is an entrance air lock on top of the dome.

Then you begin to see other scoutcraft in the light thrown off by the city. They resemble giant fish made of metal. The ship you are on joins them, circling around and waiting for its turn to enter the city. You can look down through the dome to the structures beneath—tall cylinders of shiny metal connected at various levels by crosswalks. The inhabitants look like tiny dots moving back and forth across them.

---

*Turn to page 80.*

Without waiting for the old recordkeeper to look up, you swim around to the other side of the building and go into the air lock. You knock on the door as best you can underwater. A muffled response comes from the other side. Then the air lock panel slides shut behind you, the water drains out, and the door to the inside opens.

"Another visitor! No, it's the same one!" the recordkeeper exclaims, squinting to see you better. "I take it you didn't find that Baas place . . . or could it be Saab? One never knows with the Tlantan language."

"Sorry to bother you again," you say.

"Bother? No bother at all," says the recordkeeper.

You have another seaweed meal and rest awhile. When you wake up, you thank the recordkeeper and start off again, swimming back to the city wall.



**TO CHECK MAP, SEE PAGE 59.**



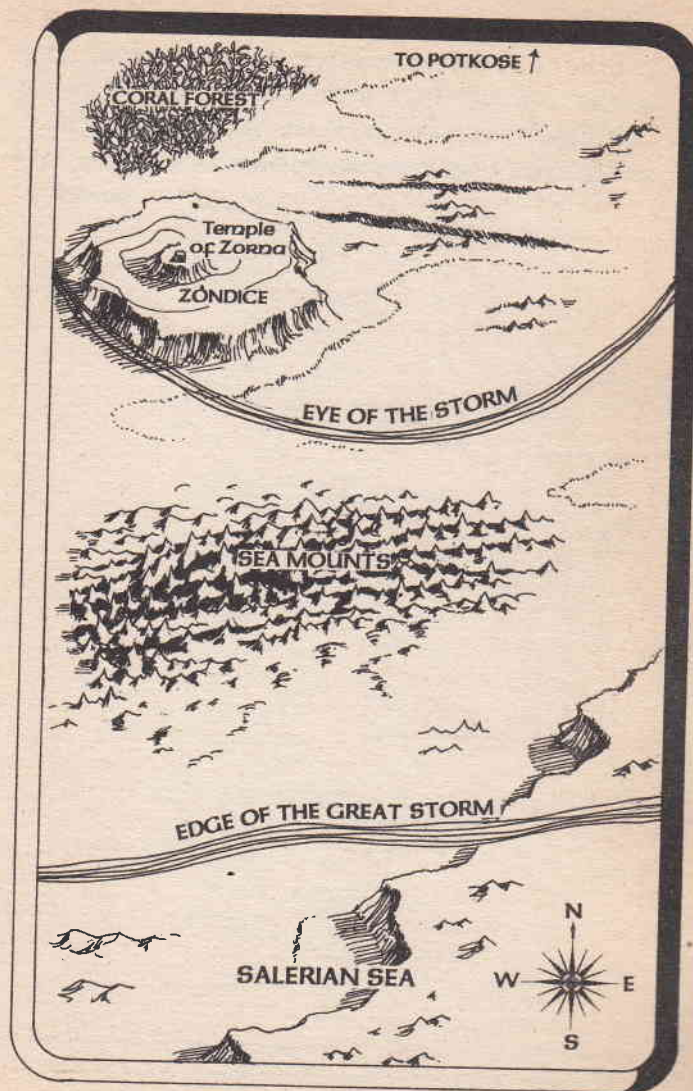
Checking your computer map, you see that a range of sea mounts lies to the north. The fastest route around them is to the west; the Gorns' city lies in that direction, but perhaps you can avoid the Gorns by staying close to the sea bottom. Or you can play it safe and swim around the sea mounts to the east.



TO CHECK MAP, SEE NEXT PAGE.

*If you swim west around the Sea Mounts,  
turn to page 10.*

*If you head east, turn to page 89.*



You wade ashore. A woman similar in appearance to Zorna, but younger, is standing there.

"I am Loti, Zorna's apprentice," she says. "Zorna has told me about you. If you have the small metal square, I will guarantee your safe passage to Potkose."

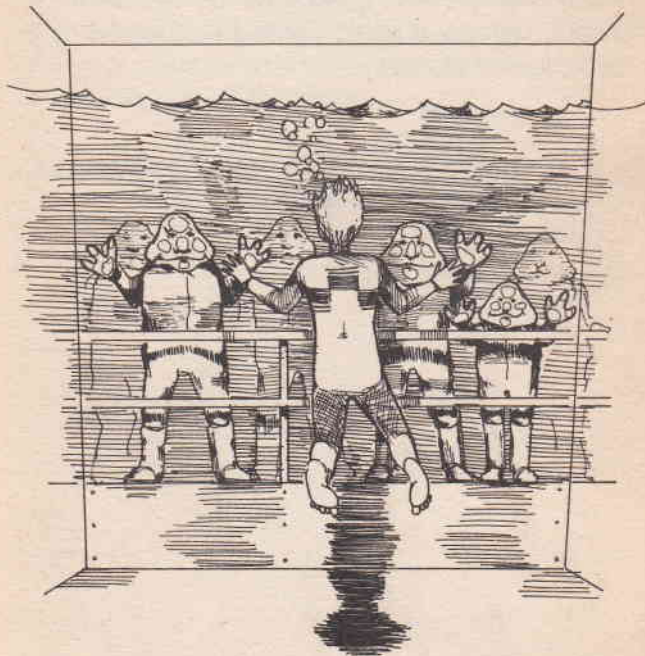
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*If you have the square, turn to page 71.*

*If you don't have the square, turn to page 113.*

The ship enters the air lock. After a few minutes, the door to your compartment opens and several Gorns come in and untie you. Then they pick you up by the legs and shoulders, take you out of the ship, and toss you into a large tank of water! It all happens so quickly that you don't have time to protest.

The tank is on wheels and is quickly pushed along one of the ramps to an elevator. Moments later, you arrive at a large aquarium; rows and rows of large tanks with transparent sides are filled with exotic-looking fish. The water in your tank—and you with it—is dumped into one of the larger tanks. You swim over to the glass side of it. You can see the faces of several Gorns pressed to the outside of the glass, staring in at you.





The Dirkons toss your stiff body into a large cage below decks, along with most of the Potkosian crew. A bright light flashes through the cage from above, and you find that you can move again.

You sneak a look at your computer map and see that you're being carried northeast. After what seems like a long time, the Dirkon ship stops moving. Guards open the doors of the cage, and you and the others are given tools. Then you are all led out into the sea through an airlock. There you're put to work chipping barnaclelike growths off the outside of the Dirkon fortress—a huge, hulking building of dark metal deep in the sea.



**TO CHECK MAP, SEE PAGE 125.**

---

*Turn to page 102.*

You walk to the eastern side of the island and step into the water. You wade out until the water almost reaches your chest, then you begin swimming.

You keep swimming for what seems like a long time. Suddenly you see the dark shapes of barracas coming at you from all sides. You are their prisoner!

As the barracas lead you away, they suddenly notice that you are holding the small metal square. They become very agitated. Instead of taking you back to their city, they bring you close to a small island with a huge castle built on it and leave you. A small hominid with a long head and slanted eyes, carrying a speargun, greets you on the beach and guides you through the gate of the castle.



**TO CHECK MAP, SEE PAGE 43.**

---

*Turn to page 34.*

You swim toward the ship. As you approach it, you see that it's a huge warship of some kind. You change your mind about getting any closer and turn to swim the other way.

But then a beam of light streaks out at you from the ship. As it hits you, you are paralyzed. You can't move a muscle. Helmeted figures swim out from the ship and pull you back to it.

They are Dirkons, you find out later—the evil race of space pirates that hide in the depths of the sea. The Dirkons take you back to their headquarters. There they flash another light on you that enables you to move again. Then they put you to work chipping barnaclelike growths off the outside of their dark fortress.





When you are finished writing, you have this message:

ᄒX8ᄒᄒᄒᄒ ᄒᄒ ᄒᄒᄒᄒᄒᄒᄒ  
BRINHAUD OF POTKOSE

Then you draw two grids in the dust and you write the message on the metal square in the top grid. You start filling in the letters that you understand from the words BRINHAUD OF POTKOSE in the second:

ᄒ	ᄒ		ᄒ	ᄒ	ᄒ	X	ᄒ	ᄒ		ᄒ	ᄒ	
ᄒ	ᄒ	ᄒ	ᄒ	ᄒ		ᄒ	ᄒ		ᄒ	ᄒ	ᄒ	
ᄒ	ᄒ	ᄒ	ᄒ	ᄒ	ᄒ		ᄒ	ᄒ		ᄒ	ᄒ	
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T	O											

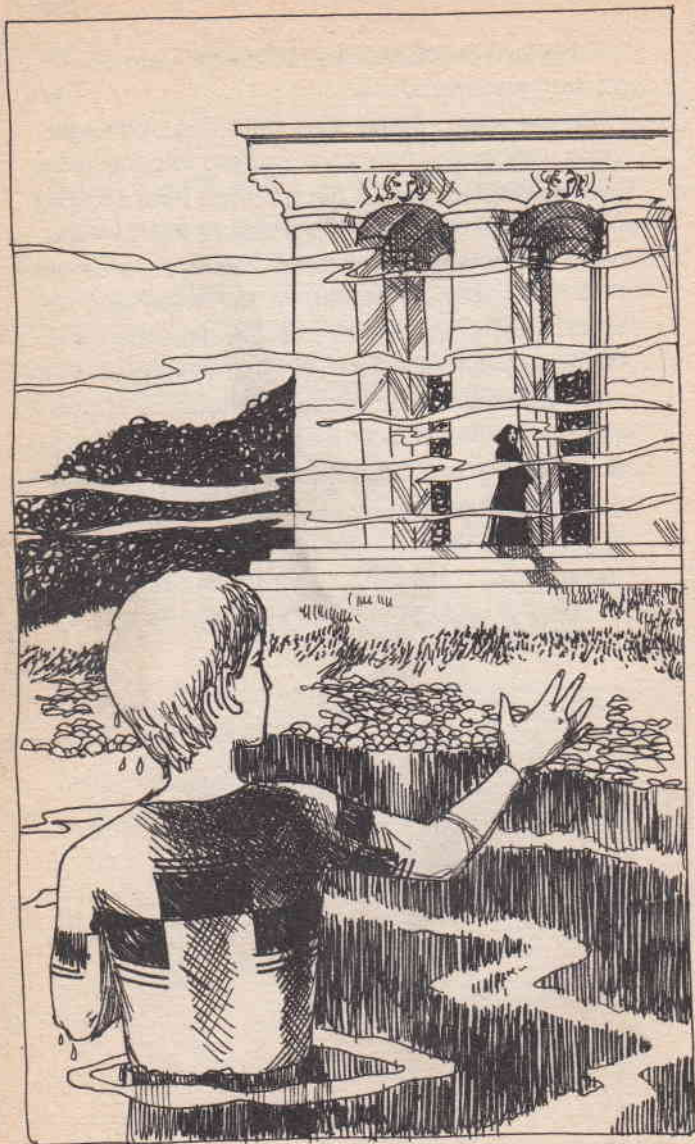
"I think I'll hold on to my computer," you say. "It's just too important to me."

"As you wish," Zorna says, vanishing from sight.

You walk across the beach and slip into the water. You swim east for awhile, but soon you have a feeling of danger. One of the pelephins may be trying to warn you of something telepathically. You stop. What are those dark shapes moving in the water way up ahead? They're coming in your direction. Barracas!

Quickly you turn around and start swimming back toward Zorna's island. You're getting to be a good swimmer, but the barracas are better. They catch up to you just before you reach the shallow water and take you back to their city.





You swim through clear water for what seems like a long time. Finally you come to a vast underwater forest of multicolored pillars of coral. You swim through the forest into open water.

A short way beyond the coral, the water starts to get shallow. Soon you can stand up out of the water. You take a deep breath, enjoying the feel of air in your lungs.

You see an island not far away. In its center is a small marble temple. A female figure stands on the beach in front of the temple.

**If you have been to Zondice before, turn to page 79. If not, read on . . .**

"I am Zorna, sorceress of Zondice and all of Sal-  
eria," she says as you wade ashore. "Have you come  
to ask me a question?"

You reach into your pocket to give Zorna your computer, but it's already gone. Then a small, square piece of thin metal appears in your hand. The metal square is covered with strange writing.

Zorna starts to fade again.

"Wait!" you call out. "I can't read this writing. I don't know what it says!"

But Zorna has already faded away. Your computer is gone and you are left with something you can't even read. You look closely at the writing:

Δ	U		7	8	6	X	8	0		8	♡	
♡	U	6	Δ	Δ		U	8		Δ	Δ	6	
♡	0	8	7	6	♡		8	0		Δ	Δ	6
h	6	6	6	6	♡	Δ		♡	6	8		

Now if you could just get someone to read it for you.

Slipping the small metal square into your pocket, you wade back into the water. You swim for a while, but the currents seem to be turning you around. Could they be sweeping you in circles? You can't really tell without your computer. Finally, you surface. There's an island up ahead. But your heart sinks when you see Zorna's temple in the center of it. You've ended back where you started!

Turn to page 93.

As you try to get to the surface, you feel something clamp around your ankle. You look down and see a large turtlelike creature beneath you—and it has your foot in its mouth!

The creature keeps just enough pressure on your foot to hold it and swims furiously to the west, taking you with it. Then the creature lets go of you and swims down into the depths.

If you swim to the surface, turn to page 118.

If you continue swimming west, turn to page 62.

"So you have returned without success," one of the dekatrons says. "Too bad, but I will give you another lift."

The dekatron picks you up and starts off toward the east.

"This time I will take you to a different part of the sea," he says. "You may have better luck from there."

Sometime later, the dekatron sets you down at the foot of a sea mount and disappears back toward his home. A new map has appeared on your computer. Checking it, you see that you're about equally far from a tunnel cave and a group of islands scattered across the water to the south.



**TO CHECK MAP, SEE PAGE 43.**

---

*If you head toward the Tunnel Cave,  
turn to page 115.*

*If you head toward the islands, turn to page 118.*

You wade ashore, hoping you can get Zorna to give you back your computer. You've hardly looked at the metal square she traded you.

The beach in front of the temple is empty and the temple looks deserted.

"Zorna!" you call out. "I made a mistake. I need the computer back."

For a few moments, you hear only the faint whistling of the sea breeze through the pillars of the temple. Then, from far off, you hear Zorna's voice. You still can't see her.

"I have examined your device," she says. "Its magic is very primitive. It is useless to me. Take your gadget and go. You can keep the square; heed it well."

Zorna's voice fades back into the sound of the wind. You check your pocket. The computer is back!

Now that you have your computer *and* the metal square, you can start out again. Maybe this time you'll find your way to Kabran.



**TO CHECK MAP, SEE PAGE 77.**

---

*If you go toward Potkose, turn to page 71.*

*If you head east, turn to page 83.*



"As a matter of fact, I have," you say. "I'm trying to get to Kabran, where I'm told there is a galactic patrol station."

"If I am to help you get to Kabran," Zorna says, "you must give me that device you carry with you."

"No!" you say, wondering how she knows about your computer. "I can't give you my computer!"

"Very well, then," she says and immediately starts to fade.

"Wait a minute!" you call out. "At least let me think about it."

Zorna becomes solid again.

"Are you sure you can help me get to Kabran?" you ask.

"I can help you greatly," she says.

---

*If you give Zorna your computer,  
turn to page 90.*

*If you don't give her your computer,  
turn to page 87.*

The Potkosians are getting their spearguns ready and have brought a large catapult up on deck. The catapult sends something flying through the air. It bursts into flame against the other ship, but doesn't do much damage.

Space-helmeted figures come pouring out of a hatch on the spaceship, which is quite close now. Several of them spring aboard your ship. The Potkosians let loose with their spearguns. But the Dirkons have weapons of their own. Flashing beams from their hand-held ray guns sweep across the deck. When a beam hits a Potkosian, he is immediately paralyzed. Then a beam hits you. You are frozen to the spot like a statue. Two of the Dirkons grab you and carry you aboard their ship.

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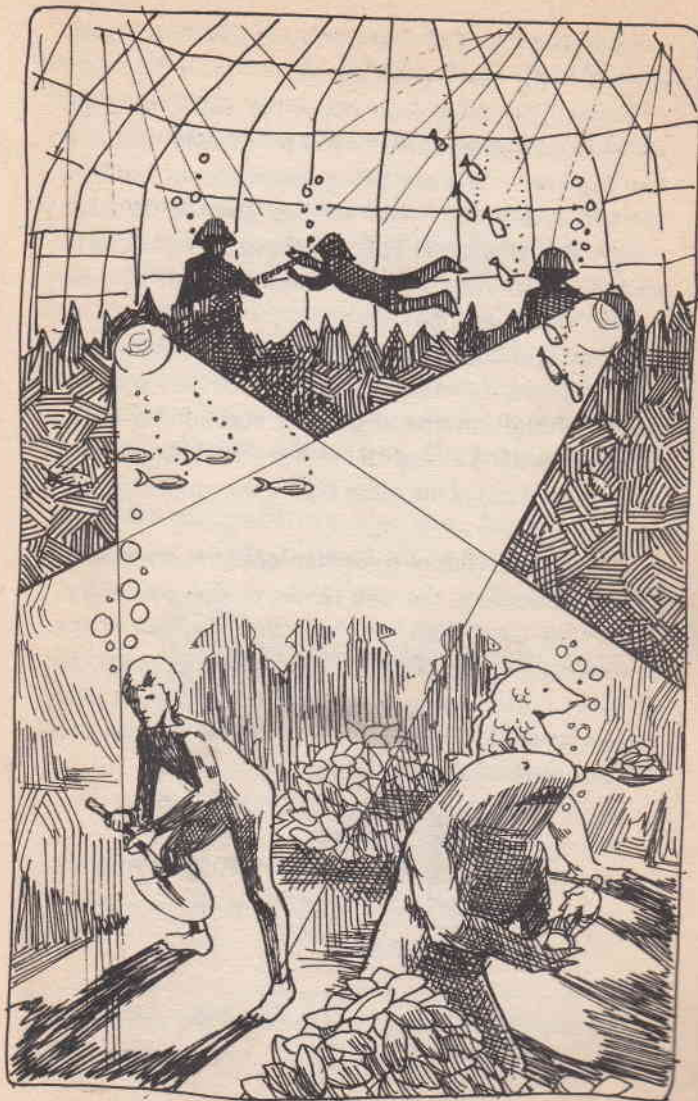
*Turn to page 82.*

As you swim along, you are suddenly surrounded by hominids in black diving suits and helmets. They attack so quickly that you don't have a chance to fight back. They tie you up and tow you away at the end of a long rope.

After many hours, you reach a large area, fenced in on all sides. You are untied, given a shovel, and pushed inside. Bright floodlights illuminate the sea bottom here. Dozens of sea creatures, even some barracas, are digging in the seabed.

**If you have been captured by the Kraks before, turn to page 124. If not, read on . . .**

One of the other captive creatures is a pelephin who informs you that you've been captured by the greedy race of Kraks. As you listen to the pelephin's voice in your mind, an aquatic mammal of a species that you haven't seen before swims over to you and hovers close by. With its snout, it points to a corner of the enclosure.



After swimming for some time, you head up to the surface of the sea to take a look.

Before your head can break the water, you are caught in a strong current. You try to swim out of it but you can't. You are being swept along, not in a straight line, but in ever smaller circles. You are caught in a whirlpool! The current carries you closer and closer to the center. You struggle with all your might, but it's no use.

When you are in the center of the whirlpool, you drop straight down into the vortex. Then you are swept through an opening in the seabed and into a tunnel beneath the floor of the sea. After many hours, you are shot out of the other end of the tunnel into the open sea.

Nearby is a wall of rock that looks much like the one that borders the sea farms of the pelephins. Checking your map, you see that you are at the northeastern tip of the wall. Two choices occur to you: to swim to the Cavern of the Dekatrons, a short journey according to the map; or to follow the wall and hope it leads to the sea farms.



**TO CHECK MAP, SEE PAGE 25.**

---

*If you head toward the Cavern of the Dekatrons, turn to page 105.*

*If you decide to follow the wall, turn to page 41.*

A huge, savage-looking creature comes out from behind the monument. "Who sent you here?" he barks.

"The king of Salaria," you say. "I'm trying to get to Kabran."

The creature nods as if satisfied with your answer. "Four ways lie open to you from here," he tells you. "Only one will lead you to Kabran. You can travel through the Land of the Snakes or the Land of the Lolps. Once you pass through those regions, you will reach the shallows or the deeps that lie beyond. I can show you the way to each place, but I do not know which you should choose. May Brinhaus go with you."

Automatically you check your map, but the lands you seek are not on it. The decision is up to you.



**TO CHECK MAP, SEE PAGE 125.**

---

*If you go through the Land of the Snakes to the shallows, turn to page 70.*

*If you go through the Land of the Lolps to the deeps, turn to page 101.*

*If you go through the Land of the Lolps to the shallows, turn to page 120.*

*If you go through the Land of the Snakes to the deeps, turn to page 133.*



You quickly swim down the Tunnel Cave's long corridor to the huge cavern beyond. There you find the familiar doorways that lead into four different tunnels. You study the inscription over each doorway, trying to determine which tunnel is most likely to help you to reach Kabran.

---

*If you go in the tunnel marked  
 3 A R R A 5 A ♡, turn to page 30.*

*If you go in the one marked ♡ R A ♡ ♡,  
 turn to page 96.*

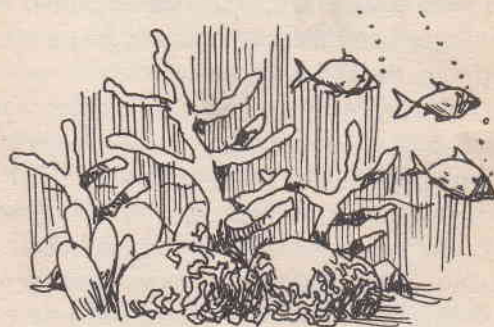
*If you go in the one marked 3 U R 0 ♡,  
 turn to page 66.*

*If you go in the one marked 8 A 0 A R A,  
 turn to page 42.*

The lolps are harmless, playful little creatures. They don't bother you as you go across their land. In fact, they seem happy to have you there. At last you see the deeps up ahead.



**TO CHECK MAP, SEE PAGE 121.**




---

*Turn to page 22.*

**If you have been captured by the Dirkons before, turn to page 134. If not, read on . . .**

You are chipping away, trying to think how you are going to escape from the Dirkons, when suddenly there is a huge explosion nearby. Then another comes. You look back and see a fleet of undersea craft bearing down on the fortress.

"The Gorns! The Gorns are attacking!" shouts the Dirkon guard.

You swim away as fast as you can, trying to avoid the explosions and the paralyzing-ray beams shooting out from the Dirkon fortress.

You are lucky. When you get a good distance away and look back for a second, you see a tremendous battle raging around the place you just left! Then you continue swimming without sparing a moment to look at your computer map. In fact, you don't stop swimming until you come to a place where the water is so shallow that your head breaks the surface and you find yourself breathing air! Up ahead you see an island. There are islanders on the beach—and they are carrying spears.



**TO CHECK MAP, SEE PAGE 43.**

---

*If you approach the island, turn to page 38.*

*If you swim away from the island,  
turn to page 96.*

One of the Gorns is looking down at you. "Didn't we catch one of these creatures before?" he says. "Think this could be the same one?"

"I doubt it," says the second one. "They probably all look alike. Treacherous creatures, though. We'd better kill this one or throw it back."

"Let's dump it, but leave it tied up," says the first Gorn. "It'll make a tasty morsel for any barracas that are around."

Seconds later you find yourself back in the water outside the scoutcraft. Your arms and legs are still tied. Slowly you sink to the sea bottom, landing near some sharp coral. You work your way across the sand to the coral, and it doesn't take you long to cut your bonds.

Carefully, you swim away from the Gorn scoutcraft. You keep close to the sea bottom until you reach a series of shoals.



**TO CHECK MAP, SEE PAGE 63.**

---

*If you go north, turn to page 96.*

*If you go east, turn to page 89.*





You swim north, keeping a close watch for bar-racas. After a while, the sea bottom starts sloping downward. The water becomes too murky for you to see, and before you know it, you have swum into an underwater cavern.

**If you have been to the Cavern of the Dekatrons before, turn to page 92. If not, read on . . .**

The water is clearer here, and one wall of the cavern glows with luminescent shells. There is just enough light for you to see a circle of large creatures grouped around you. Each has ten long snakelike arms.

"We are dekatrons and live under the sea bottom. That is where you are now," says one of the creatures. You realize that the dekatrons, like the pelephins, are telepathic.

"You don't happen to know how I can get to Kabran from here, do you?" you ask hopefully.

There is a lot of discussion back and forth among the dekatrons.

"We do know there is a tunnel somewhere that may go there," says one of the dekatrons.

"Do you know where this tunnel is?" you ask.



You dive as fast and as deep as you can. Finally, you stop and look back. Whoever was attacking the Potkosian ship is not coming after you. But you don't want to take any chances. You swim until you feel that you are a safe distance away.

Then, cautiously, you swim to the surface. Nearby is a very small island, just big enough for a monument and a few palm trees. This must be the Iona that the king was talking about, you think.

You swim over to the island and wade ashore. As you study the monument, a horrible face pops up from behind the base. It snarls, "Stand where you are, and do not move."

---

*If you obey the creature, turn to page 99.*

*If you run back and dive in the water,  
turn to page 98.*

There you see one of the Kraks prying open a golden mollusk. A large gold-colored pearl falls out, dropping slowly to the sand. The Krak scoops it up, puts it in a sack, and begins to swim in your direction.

You get the message—you'd better start digging. But you are already planning your escape.

Whenever you have a chance, you demonstrate your plan to the others. When you start tossing up sand into the water, everyone will do the same. When the water is cloudy and the guards can't see clearly, you will all make your break.

Your plan works perfectly! The outer gate is broken open, and you all swim to freedom.



**TO CHECK MAP, SEE PAGE 125.**

---

*If you go west, turn to page 115.*

*If you go north, go on to the next page.*

You are swimming along with strong strokes when you see a large, oval-shaped fish with black and white horizontal stripes up ahead. As you swim close to it, it suddenly changes into a large jellyfish. Then it turns into a fierce-looking fish that is all mouth—and it starts coming at you! As it is just about to clamp its jaws down on you, it changes into a free-floating sponge and slowly sinks toward the bottom of the sea.

You decide to get out of there, just in case it decides to change into something that will come after you again.



**TO CHECK MAP, SEE PAGE 125.**

---

*If you go west, turn to page 115.*

*If you go south, turn to page 128.*

“Congratulations!” the sea creature’s voice says inside your mind. “You have found the location of the undersea railway to Kabran. The galactic patrol has been following your progress through the Sea Kingdom. We are sorry we couldn’t help you more, but we must keep this railway as much of a secret as we can from the evil forces on the planet.”

“The galactic pa—”

“We have a message for you from Kin Rugg,” the creature says, interrupting you. “He arrived safely in Kabran. Now follow me!”

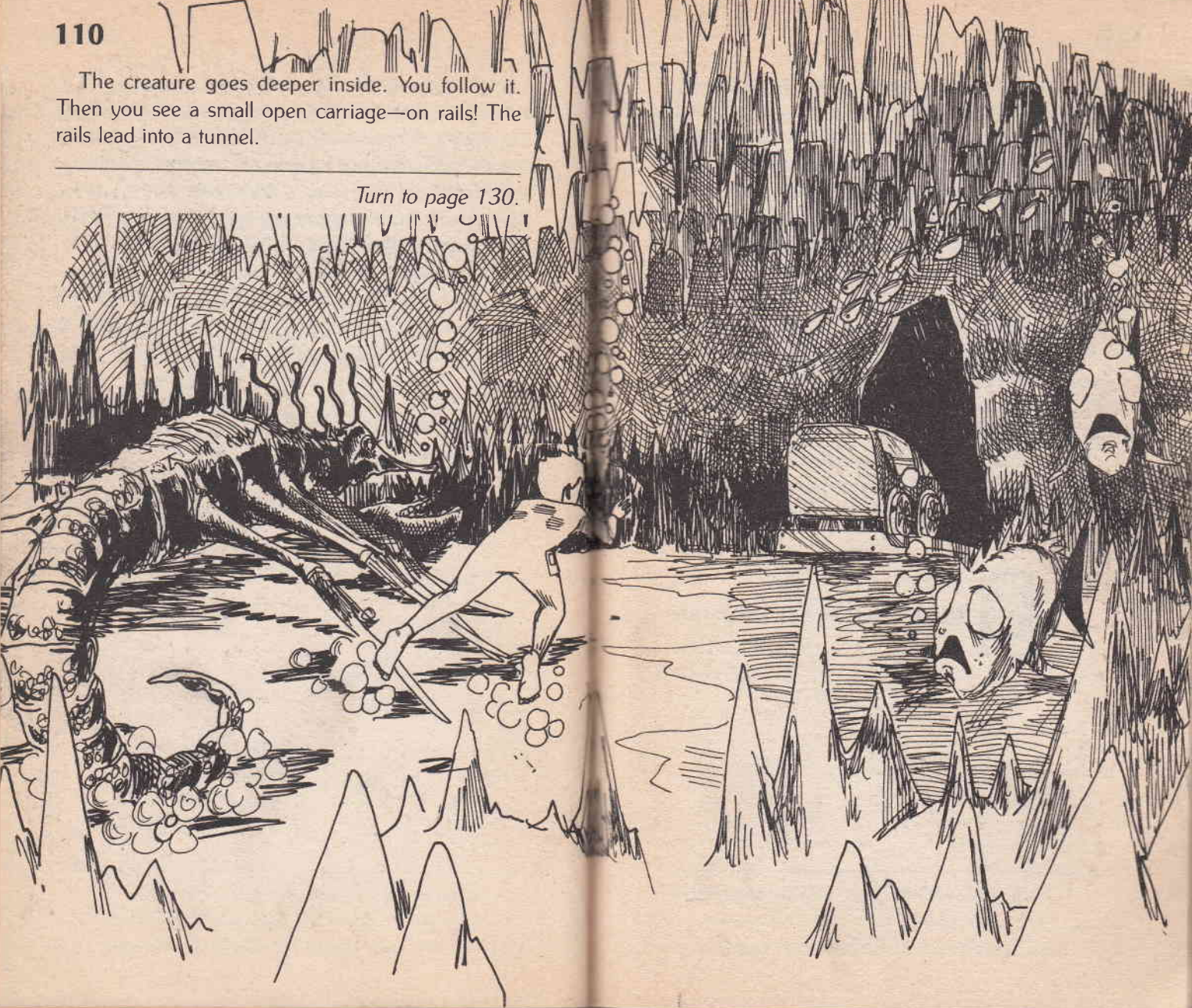
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*Go on to the next page.*



The creature goes deeper inside. You follow it. Then you see a small open carriage—on rails! The rails lead into a tunnel.

*Turn to page 130.*





You swim through the opening and into a tunnel. Can this be the way to Kabran? you think. The tunnel ends at a blank wall. You search the wall and the sides of the tunnel, but you can't find any opening. Reluctantly, you swim back outside. You'd like to investigate the other entrance, but the pressure of the water is making you dizzy. Remembering the pelephin's warning about deep water, you struggle toward the surface, trying to stay conscious. You don't make it.

You don't know how long you are out, but when you come to, you are floating suspended in the water. Shaking your still groggy head, you check your computer map. You decide to wait to explore the other tunnel in Saba until your head is clear. Then you'll have a better chance of staying conscious. But you want to stay close by. In the meantime, you can head for Sraa or Bara while you recover from your deep dive.



**TO CHECK MAP, SEE PAGE 121.**

*If you swim to Sraa, turn to page 131.*

*If you swim to Bara, turn to page 119.*

"I don't have the square," you say to Loti.

"Then let me give it to you—you will need it," Loti says and walks down the beach toward you, her arm outstretched.

She hands the square to you. As soon as you take it, she vanishes. You look closely at the square. There is some kind of writing on it:

Λ	U		?	8	6	X	8	0		8	♡	
♡	U	6	Λ	Ξ		U	8		Λ	Ξ	6	
♡	0	8	?	6	♡		8	0		Λ	Ξ	6
h	6	6	6	6	♡	Λ		♡	6	8		

*Turn to page 83.*

The king of Salaria is glad to see you again. You tell him all that has happened to you since you were here the last time. He listens closely and sympathetically.

"We shall try again to get you to Iona," he says.

The king sends you on another one of his ships. This time, you are its only passenger, and it gets you to Iona without any problems. As you wade ashore, you notice a large monument and a few palm trees.

Suddenly an ugly face peers from behind the base of the monument. "Stand where you are," it snarls, "and do not move."

---

*If you obey the creature, turn to page 99.*

*If you run quickly and dive back into the water,  
turn to page 98.*

Up ahead you see a steep rise in the sea bottom. A cavelike opening is in the center.

**If you have been to the Tunnel Cave before, turn to page 100. If not, read on . . .**

As you get closer, you see that the opening is an elaborately carved doorway. You peer inside. A faint glow makes it possible to see down a long corridor stretching straight ahead. You follow it.

---

*Turn to page 117.*



The corridor seems to go on forever. You are just about to turn back when you stumble into a huge cavern.

You swim across the wide cavern floor to the opposite wall. In it are four doorways leading into four different tunnels. Over each doorway is a sign with an inscription on it. The only letters that you recognize in the inscriptions are A and R.

---

*If you go in the tunnel marked  
ARRAZA♡, turn to page 30.*

*If you go in the one marked PRA♡,  
turn to page 96.*

*If you go in the one marked UR♡,  
turn to page 66.*

*If you go in the one marked AARA♡,  
turn to page 42.*



As you swim, light streams through the water from above, and soon your head pops up above the surface. Instead of the storm that rages over most of the sea kingdom, the sky is a clear orange. Tall banks of reddish and pink clouds tower on the horizon in every direction. The surface of the sea is smooth, almost like a mirror, with only very gentle swells lifting you up and down. Up ahead is a small island with a grove of nine trees arranged in a circle. You swim toward the grove.

You sink down at the base of one of the trees and consult your computer map. You are within the eye of the great storm that rages over the Salerian Sea. It feels so good to breathe without gills that you're tempted to head south and stay within the eye. But who knows what dangerous creatures may lurk underwater here? Perhaps you should strike out for the north.



**TO CHECK MAP, SEE PAGE 43.**

---

*If you swim toward the south, turn to page 96.*

*If you swim north, turn to page 115.*

As you swim up to Bara, you see that it's a group of tall stone pillars. Each is carved with a different intricate design, none of which you can figure out. You examine each one carefully, hoping to find some clue or message. After a while, you give up and continue on your way.



**TO CHECK MAP, SEE PAGE 121.**

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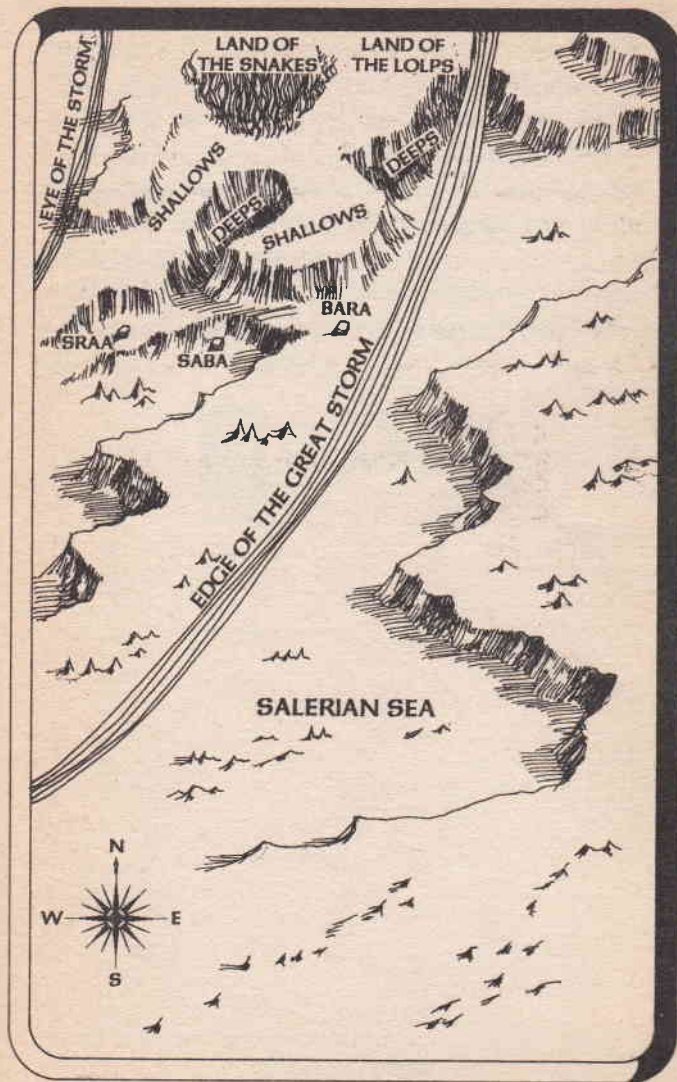
*Turn to page 66.*

The lolps are small, playful creatures that swim in schools and dart around you. They seem very curious and follow you in large numbers as you make your way across their land. You can hear them talking in your mind, but only faintly, and you can't make out what they are saying. You wonder if they are trying to communicate with you. When you reach the shallows, you hear something that sounds like "good-bye."

The shallows are a disappointment—just another wasteland of sea bottom. You head for deeper water.



TO CHECK MAP, SEE NEXT PAGE.



As you swim through the clear water, you see a dazzling sight down below: a multicolored castle made of coral, with towers, battlements, and windows. You swim to one of the windows and peer in.

The inside of the castle is filled with large creatures whose long, snaky tentacles stretch up from their pulsating mouths. As you watch in horror, one of the creatures reaches for you!

With all your strength, you push yourself away from the window and up the outside castle wall. Then you quickly swim away.



**TO CHECK MAP, SEE PAGE 63.**

---

*If you go south, turn to page 62.*

*If you go north, turn to page 22.*



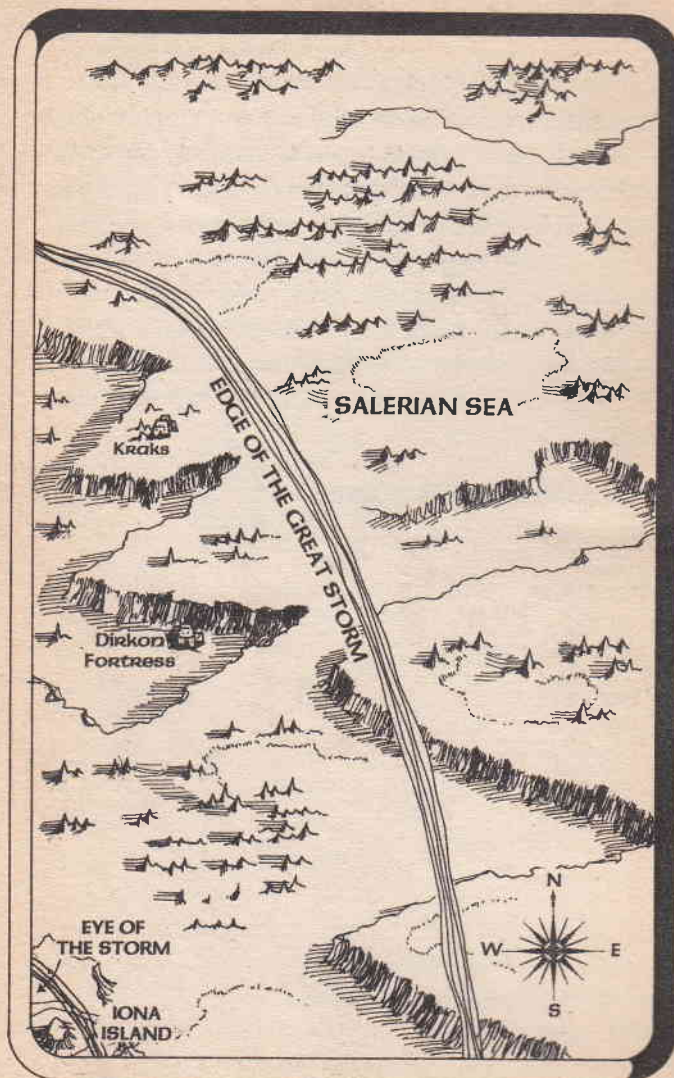
The Kraks recognize you and guard you closely. There's no other way: you'll have to earn your freedom by digging for the golden mollusks. Day after day you work, stooping and shoveling, until you have found enough pearls to satisfy the Kraks. At last you are swimming free once again.



TO CHECK MAP, SEE NEXT PAGE.

*If you go south, turn to page 108.*

*If you go west, turn to page 115.*



Soon you see the beginnings of a deep canyon. You follow it down, down . . .

The canyon seems bottomless, and you start to lose hope. You know your body isn't protected from the water pressure at these depths. Then you see a large dome-shaped building built into the side of the canyon. Two circular openings in the front of it look like enormous eyes. You swim down closer.

Just inside one of the openings is the strangest creature you've ever seen. It looks like a cross between a sea horse and a giant lobster and seems to be guarding that entrance.



**TO CHECK MAP, SEE PAGE 121.**

---

*If you swim over to the creature,  
turn to page 109.*

*If you investigate the other opening,  
turn to page 112.*



As you are swimming along, something grabs you from behind. For a few terrible seconds you think it is a barraca. But then whatever it is lifts you high out of the water. You struggle to look back, and what you see is a long neck extending back into the water. It's a sea monster, and you're in its mouth!

Suddenly it lets you drop. You do a thirty-foot dive back into the water and plunge into a forest of seaweed. Then the head of the monster is back down beside you, its terrible jaws open to gobble you up in one bite. Quickly, you uproot a bunch of seaweed and stuff it into the monster's mouth.

While the beast is preoccupied, you swim off as fast as you can—and you don't stop until you are a safe distance away.



**TO CHECK MAP, SEE PAGE 43.**

---

*If you continue swimming underwater,  
turn to page 73.*

*If you head up to the surface of the water,  
turn to page 118.*





"There is an air lock just inside," the creature says, pointing to the tunnel. "But first, we must remove your gills."

Before you can protest, the creature picks up a large helmetlike device from the floor of the sea and places it on your head. As the helmet wraps around the back of your head, you feel a sharp jolt like an electrical shock. You are still dizzy when the creature removes the helmet.

Almost at once you start to choke. You feel behind your ears—your gills are gone.

The creature motions you quickly into the carriage. As soon as you are seated, the car starts off into the tunnel.

Though you aren't off the planet yet, you are elated at your escape from the Sea Kingdom! Your next stop is Kabran—and you're ready for the adventures that await you there.

## The End

When you reach Sraa, you see a low circular stone wall enclosing a garden of sea flowers. They look carefully kept. You search for the gardener or caretaker, but you can't find anyone.

You swim around the outside of the garden. While you are admiring the beauty of the flowers, you sense something approaching you from behind. Turning, you see a large ship cruising in the distance.



As you swim through stretches of seaweed, you understand why this part of the sea is called the Land of the Snakes. The seaweed looks so much like long black snakes swaying back and forth in the current that you shudder.

On the other side of the seaweed is a strange sight to find on the sea bottom. It's a signpost! You swim down to it. The sign has three arrows, each pointing in a different direction. Each arrow has a different name on it.



**TO CHECK MAP, SEE PAGE 121.**

---

*If you go toward Bara, turn to page 119.*

*If you go toward Saba, turn to page 127.*

*If you go toward Sraa, turn to page 131.*

Unfortunately there's no enemy ship to distract the Dirkon guard now. Still, you can't waste time here chipping barnacles. You must try something, even if it's very risky.

When the guard isn't looking, you drop your chipping tool and swim away from the fortress as fast as you can. You don't get far before the water is filled with paralyzing beams trying to stop you. You dodge back and forth to avoid them, wondering which way you should go to keep from being hit.

---

*If you swim toward the surface, turn to page 91.*

*If you dive deep and swim hard, turn to page 128.*

### ABOUT THE CREATOR

EDWARD PACKARD is a graduate of Princeton University and Columbia Law School. He is the creator of Bantam's Escape™ and Choose Your Own Adventure® series and the author of many books for children.

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DAVID PERRY studied art in New York and Rome. He has written and illustrated a book for children, *The Grox and Eugene*, in addition to illustrating books and periodicals.



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